

WHAT IS CLAIMED IS:

- 1 1. A system for making a live animal appear to talk, the
2 system comprising:
3 a first speaker mounted on an article worn by the animal;
4 a memory for storing pre-recorded phrases;
5 a selection circuit configured to receive user-supplied inputs;
6 and
7 a control circuit responsive to the user-supplied inputs for
8 selectively outputting the pre-recorded phrases from said memory to
9 said first speaker thereby making the animal appear to talk.
- 1 2. The system according to claim 1, wherein the pre-
2 recorded phrases stored in said memory are based on the
3 characteristics of the animal.
- 1 3. The system according to claim 1, further comprising a
2 second speaker.
- 1 4. The system according to claim 3, wherein said memory
2 stores two or more phrases constituting a conversation and said
3 control circuit is responsive to the user-supplied inputs for supplying
4 the phrases constituting the conversation to said first and second
5 speakers.

1 5. The system according to claim 1, wherein said first
2 speaker is connected to said control circuit over a wireless
3 communication link.

1 6. The system according to claim 1, further comprising:
2 a sensor,
3 wherein said control circuit is responsive to a parameter sensed
4 by said sensor for automatically outputting a pre-recorded phrase
5 from said memory to said first speaker.

1 7. The system according to claim 6, wherein said parameter
2 senses temperature.

1 8. The system according to claim 1, further comprising:
2 a timer,
3 wherein said control circuit is responsive to said timer for
4 periodically automatically outputting a pre-recorded phrase from said
5 memory to said first speaker.

1 9. The system according to claim 1, wherein said selection
2 ^{circuit}~~circuit~~ comprises a touch-sensitive display screen.

1 10. The system according to claim 1, wherein said memory
2 comprises a portable memory module.

1 11. The system according to claim 1, wherein said memory
2 is adapted to have its contents updated by connection to a computer.

1 12. A system for making a pet appear to talk, the system
2 comprising:

3 a leash member for restraining the pet;

4 a collar attached to one of said leash;

5 a speaker mounted on said collar;

6 a control panel including a memory for storing a plurality of
7 pre-recorded phrases, a selection circuit for receiving user-supplied
8 inputs and a control circuit responsive to the user-supplied inputs for
9 selectively outputting the pre-recorded phrases from said memory to
10 said speaker thereby making the pet appear to talk.

1 13. The system according to claim 12, wherein a handle is
2 disposed at the other of said leash and said control panel is secured to
3 said handle.

1 14. The system according to claim 12, wherein said control
2 panel is connected to said speaker via a wireless link.

1 15. The system according to claim 12, wherein said memory
2 comprises a portable memory module.

1 16. The system according to claim 12, wherein the pre-
2 recorded phrases stored in said memory are based on the
3 characteristics of the pet.

1 17. The system according to claim 12, further comprising:
2 a sensor,
3 wherein said control circuit is responsive to a parameter sensed
4 by said sensor for automatically outputting a pre-recorded phrase
5 from said memory to said speaker.

1 18. The system according to claim 12, further comprising:
2 a timer,
3 wherein said control circuit is responsive to said timer for
4 periodically automatically outputting a pre-recorded phrase from said
5 memory to said first speaker.

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1 19. A method of making an animal appear to talk,

2 comprising:

3 storing in a memory a plurality of pre-recorded phrases, the

4 pre-recorded phrases being based on characteristics of the animal;

5 attaching a speaker to the animal;

6 *using a selection circuit configured to receive user supplied inputs to select*
~~selecting~~ one of the pre-recorded phrases from said memory

7 for output to the speaker, whereby the animal appears to talk.

1 20. The method according to claim ¹⁹~~17~~, further comprising:

2 storing in said memory two or more pre-recorded phrases

3 constituting a conversation;

4 attaching another speaker to another animal; and

5 selecting the phrases constituting the conversation from said

6 memory for output to the speakers, whereby the animals appear to

7 converse with each other.